In re application of: Jerald C. Seelig and Lawrence M. Henshaw
Serial number: 09/967,055
Page 2

A2

5.   A gaming bonus device according to claim 2, including an input device that allows the

player an opportunity to select a winning outcome.

---

13.   A bonus gaming device for playing a bonus game by a player, comprising:

5   (A) a primary game that randomly generates a bonus qualifying event;

(B) a bonus game communicated with the primary game, the bonus game being

configured to generate a plurality of either/or binary symbol outcomes;

(C) a selector button communicated with the bonus game, the selector button being

configured to allow the player to select one of the either/or binary symbol outcomes as a

A3

10   winning outcome; and

(D) the bonus game displaying the either/or binary symbol outcomes and calculating a

payout based upon the number of binary symbol outcomes that match the winning

outcome selected by the player.

---

15   28.   A bonus gaming device for playing a bonus game by a player, comprising:

(A) a primary gaming device, the primary gaming device being configured to allow a

    player to play a game;

(B)   a bonus gaming device, the bonus gaming device being configured to generate a

A4

plurality of either/or binary symbol outcomes, the bonus gaming device being configured

20   to award a prize based upon the number of binary symbol outcomes that match a winning

outcome;

In re application of: Jerald C. Seelig and Lawrence M. Henshaw
Serial number: 09/967,055
Page 3

(C) an input device in communication with the bonus gaming device, the input device

being configured to allow the player to select one of two outcomes as the winning

AY

outcome; and

(D) a display configured to display the either/or binary symbol outcomes.

5

40.   A method of playing a game by a player, the method comprising:

(A) allowing the player to play the game, the game awarding a prize to the player;

(B) allowing the player to select between receiving the prize or multiplying the prize by

an unknown multiplier to obtain a second prize;

10   (C) awarding the prize to the player, if the player selects to receive the prize;

(D) allowing the player to select one of two binary outcomes resulting in a player

selected binary outcome, if the player selects to multiply the prize by the unknown

AS

multiplier;

(E) selecting at least one binary outcome;

15   (F) displaying the binary outcome to the player;

(G) determining the multiplier, the multiplier being proportional to the number of binary

outcomes matching the binary outcome the player selected;

(H) multiplying the prize by a multiplier to obtain the second prize; and

(I) awarding the second prize to the player.

20

50.   A gaming bonus method for use in a gaming system comprising:

(A)   allowing a player to play a game;

A6

(B)   producing a predefined bonus qualifying event;

(C)   allowing the player to select a winning binary outcome; and